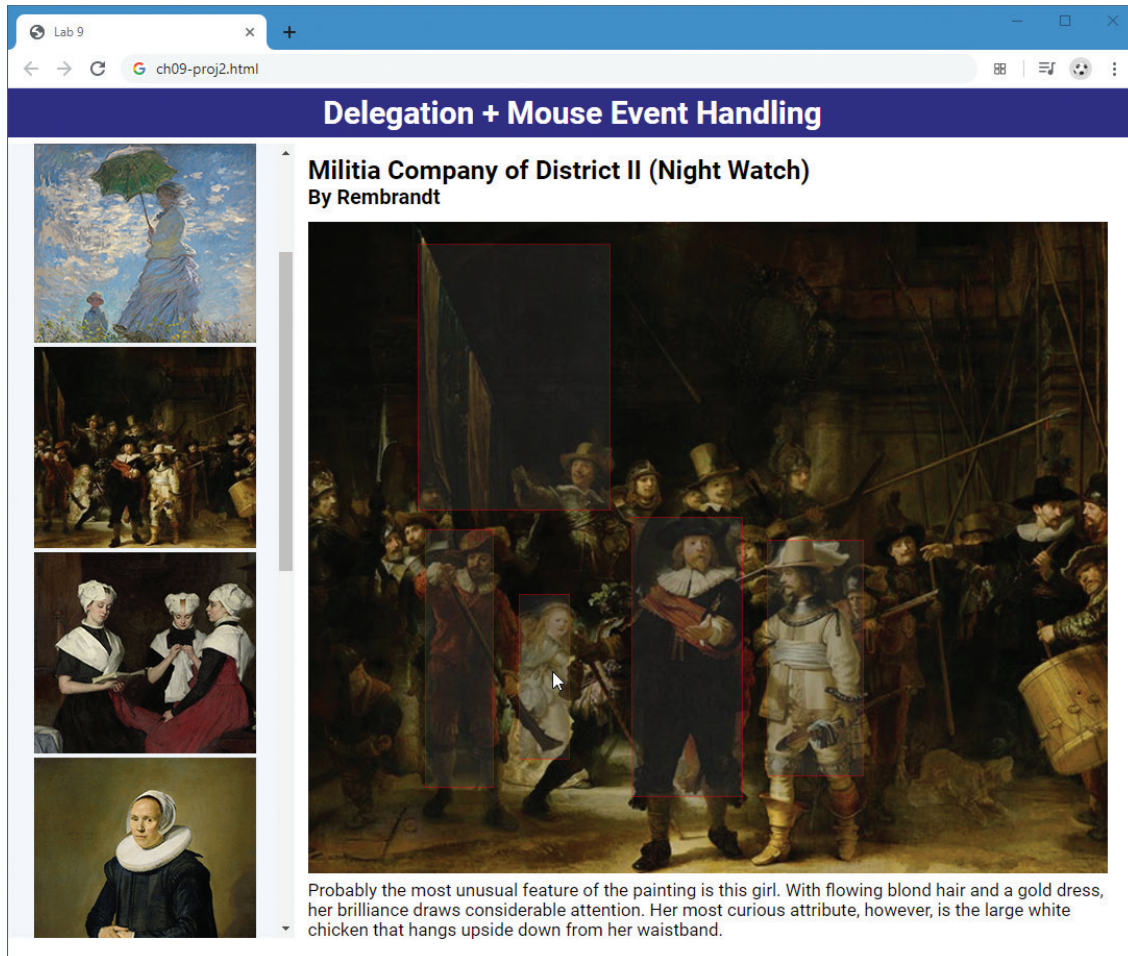


**Test**

1. Test your page in a browser and verify the stop, forward, and back buttons work.
2. Click on one of the four images above the video. They should change the active video correctly.

**PROJECT 2: Painting Viewer****DIFFICULTY LEVEL: Intermediate****Overview**

This project requires DOM element manipulation and event handling. Its functionality can be seen in Figure 9.26.

**FIGURE 9.26** Finished Project 2

## Instructions

1. You have been provided with the necessary styling and markup already. Examine **chapter09-project02.html** in the editor of your choice. You will be programmatically adding elements based on user actions and data in the supplied JSON file.
2. Examine **paintings.json**. This data file consists of an array of paintings. The `id` of each painting element corresponds to the image file name (there is a smaller version and a larger version in two different subfolders inside of the **images** folder). Each painting also has an array of features. You will be displaying rectangles based on the `x,y` coordinates of the features. When the user mouses over a feature rectangle, your page will display the feature description below the painting.
3. Begin by modifying **ch09-proj02.js** and add a `DOMContentLoaded` event handler. All of your code will be inside that handler. Your handler will need to use the `JSON.parse()` method to transform the JSON data into a JavaScript object. You will also need to loop through the data array and generate a list of thumbnail images of the paintings inside the supplied `<ul>` element. To make click processing easier, you will also want to add the `id` value of the painting using the `dataset` property (see Section 9.3.6).
4. You must use event delegation (i.e., a single event handler) to process all clicks in the painting list. When a painting is clicked, first empty the `<figure>` element (simply by assigning empty string to the `innerHTML` property). This is necessary to remove the previously displayed image features. After emptying the `<figure>`, display a larger version of the painting (inside the supplied `<figure>` element) and display its title and artist in the supplied `<h2>` and `<h3>` elements. This will require you to find the painting in your painting array that matches the `id` value of the clicked thumbnail; you can do this via a simple loop or make use of the `find()` function (covered in the next chapter). You will also need to perform the next two steps as well.
5. When a new painting is clicked, you will also need to loop through the `features` array for that painting and display rectangles on top of the painting. Each feature has the upper-left and lower-right coordinates for the feature. Each rectangle will be a `<div>` element that you programmatically construct and append to the `<figure>`. You will need to assign it the class `box` (the CSS for this class has been provided) and set the `position`, `left`, `top`, `width`, and `height` properties. The respective values for these properties will be `absolute`, the upper-left `x` value from `features` array element, the upper-left `y` value from `features` array element, while the `width` and `height` are calculated by subtracting the lower-right `x,y` from upper-left `x,y`. Note: the `left`, `top`, `width`, and `height` properties must include the `px` unit when assigning the value.

6. For each rectangle, you will also need to set up `mouseover` and `mouseout` event handlers. For the `mouseover`, you will need to set the `textContent` property of the provided description `<div>` with the `description` property of the feature data for that rectangle. For `mouseout`, simply empty the content of the `textContent`.

#### Test

1. First verify that the list of paintings is being generated and displayed correctly.
2. Verify that the click functionality of the painting list is working correctly. It should display the correct painting image, title, and artist name.
3. Verify that the rectangles are being displayed correctly and that the mouse over and mouse out functionality works correctly.

### PROJECT 3: Stock Portfolio Dashboard

#### DIFFICULTY LEVEL: Advanced

#### Overview

This project is a more ambitious use of DOM manipulations and event handling to create a dashboard for examining user stock portfolio holdings. Its functionality can be seen in Figure 9.27.

#### Instructions

1. You have been provided with the necessary styling and markup already. Examine `ch09-proj03.html` in the editor of your choice.
2. You have been provided with three JSON data files: `users.json`, `stocks-complete.json`, and `single-user.json`. The file `users.json` contains an array of objects consisting of an individual user's information and the stocks he or she owns (i.e., his or her portfolio). Information about each stock/company is contained in `stocks-complete.json`. Examine `single-user.json`, which contains a single example of the objects contained in `users.json` (and will not be used by your application since it is only provided for illustration purposes).
3. Begin by modifying `ch09-proj03.js` and add a `DOMContentLoaded` event handler. All of your code will be inside that handler. Your handler will need to use the `JSON.parse()` method to transform the JSON data in the two JSON data files into JavaScript objects. Initially, your code should hide the details `<section>` by setting its display property to none.
4. Generate the user list by looping through the objects in `users.json` and adding `<li>` elements to the user list `<ul>`. To make click processing easier, you will also want to add the `id` value of the user using the `dataset` property (see Section 9.3.6).
5. Use event delegation to handle all click events in the user list. If a list item is clicked, then unhide the details `<section>` and display the user information in